

Beam

- + ListenToOwner()
- + Beam()
- + Init()
- + ~Beam()
- + RemoveFromSystem()
- + refireTime()
- + GetPosition()
- + SetPosition()
- + SetOrientation()
- + UpdatePhysics()
- + Draw()
- + Destabilize()
- + Dissolved()
- + Ready()
- + Collide()
- + ProcessDrawQueue()